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the expert wager input interface and the novice wager input interface to the another of the expert wager input interface and the novice wager input interface.

5. (Amended) A method for interactive wagering, comprising:

receiving user inputs;
and displaying a wager input interface having a plurality of types of user selection requirements and a plurality of options for each of the plurality of types of user selection requirements, wherein the plurality of types of user selection requirements are displayed so that each type of user selection requirement is substantially aligned in a first dimension, and wherein the plurality of options for each one of the plurality of types of user selection requirements are displayed so that the plurality of options are substantially aligned in a second dimension with the one of the plurality of types of user selection requirements.

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14. (Amended) A method for interactive wagering, comprising:

receiving user inputs;
in response to receipt of one of the user inputs, selecting a set of menu options that are a function of a current operating mode, wherein the current operating

mode is one of an expert wagering interface and a novice wagering interface; and
presenting a menu containing the set of menu options.

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Sub.C> 15. (Amended) A method for interactive wagering,

comprising:

receiving user inputs;
selecting wagering options based upon the user inputs;
placing a first wager using the wagering options; and

presenting wagering options as default selections in a subsequent wager entry process, wherein wagering options other than the default selections are available for selection in the subsequent wager entry process.

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19. (Amended) The system of claim 18, wherein wager selections made in the one of the expert wager input interface and the novice wager input interface are transferred to the another of the expert wager input interface and the novice wager input interface.

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20. (Amended) A system for interactive wagering, comprising:

a user input device that receives user inputs; and

control circuitry that receives the user inputs and that displays a wager input interface having a plurality of types of user selection requirements and a plurality of options for each of the plurality of types of user selection requirements, wherein the plurality of types of user selection requirements are displayed so that each is substantially aligned in a first dimension, and wherein the plurality of options for each one of the plurality of types of user selection requirements are displayed so that the plurality of options are substantially aligned in a second dimension with the one of the plurality of types of user selection requirements.

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29. (Amended) A system for interactive wagering, comprising:

a user input device that receives user inputs; and

control circuitry that receives the user inputs, that, in response to receipt of one of the user inputs, selects a set of menu options that are a function of a current mode of the system, wherein the current operating mode is one of an expert wagering interface and a novice